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GETTING STARTED

Welcome to ***Empire Earth® II: The Art of Supremacy***. This guide provides you with information on the many new features included in this expansion for Empire Earth II. For more detailed information on these and other features, please consult the ***Empire Earth II*** **Encyclopedia**, which you can access from the game's **Tools Screen.**

SYSTEM SPECIFICATIONS

Before installing or playing ***Empire Earth® II: The Art of Supremacy***, please be sure that your computer meets or exceeds the following system requirements:

PC SINGLE-PLAYER SYSTEM REQUIRED

- NVIDIA® GeForce™ 3 or equivalent DirectX®9.0c-compliant 64 MB 3D video card with hardware T&L and pixel shader support
- Microsoft® Windows® 98/Me/2000/XP operating system
- 1.5 GHz Intel® Pentium® 4 processor or equivalent
- 256 MB RAM
- 1.5 GB of uncompressed hard disk space for game files
- DirectX®-compatible sound card and speakers or headphones
- Microsoft®-compatible mouse and keyboard

PC MULTIPLAYER SYSTEM REQUIRED

- NVIDIA® GeForce™ 4 or equivalent DirectX®9.0c-compliant 128 MB 3D video card with hardware T&L and pixel shader support
- Microsoft® Windows® 98/Me/2000/XP operating system
- 2.2 GHz Intel® Pentium® 4 processor or equivalent
- 512 MB RAM
- 1.5 GB of uncompressed hard disk space for game files
- DirectX®-compatible sound card and speakers or headphones
- Microsoft®-compatible mouse and keyboard
- 56K dial-up modem or better for online play
- 1 disc per player per computer

INSTALLATION

To install *Empire Earth II: The Art of Supremacy*, place the CD-ROM into your CD-ROM drive. The auto-install should start automatically. If it doesn't for some reason, access **My Computer** (by either double-clicking on the **My Computer** icon on your desktop or by going to **Start > My Computer** if you have Windows® XP) and double-click on the icon that represents your CD-ROM drive. In the file list, double-click on EE2XAutoRun.exe to begin auto-install.

After the auto-install starts, follow the directions on the screen to install *Empire Earth II: The Art of Supremacy*. After installation is complete, launch the game. You will be presented with the **Main Screen**, where you can choose what type of game to play, adjust game settings and more.

GAME TYPES

There are two new game types included with *Empire Earth II: The Art of Supremacy:* **Territory Hotspots** and **Tug of War**.

TERRITORY HOTSPOTS

Similar to a normal **Hotspots** game, in **Territory Hotspots** there are a number of territories on the map that are considered vital. Unlike normal **Hotspots**, all **Territory Hotspots** are revealed as soon as the game starts.

You gain control of a territory in the normal fashion of building a City Center, and a fortress when required, in the territory. To win the game, a player or team must control a simple majority of all the **Territory Hotspots** for a set amount of time. A countdown clock will appear to indicate how long the player or team must hold the **Territory Hotspots** to win.

To play a **Territory Hotspots** game, the game host chooses **Territory Hotspots** from the **Game Type** dropdown list and then selects the number of **Territory Hotspots (1 – 15).** The host can also choose whether or not **Starting Territories** should be **Hotspots**. If the **Starting Territories** checkbox is checked, the starting territories of all players are set to be **Hotspots**. If **Starting Territories** is not checked, no player's starting territory will be a **Hotspot**.

If playing with **Native Tribes** (described in a later section), a tribe may start on a **Territory Hotspot.** Assimilate or eliminate the tribe to claim the **Hotspot.**

TUG OF WAR

A **Tug of War** game is a match played on 3, 5, 7 or 9 maps between two players or two teams (the number of maps is chosen by the game host). Each match starts with players on a neutral center map. When one side wins, the battle shifts one map closer to the defeated player's "home turf" map. For example, in a 3-map **Tug of War** match with two players, if Player 1 beats Player 2 on the center map, the battle moves on to Player 2's home turf map. Should Player 2 then beat Player 1 on his home turf map, the battle is pushed back to the center map.

A player or team wins the **Tug of War** match in one of two ways:

1. When one side beats the opposing side on the opposing side's home turf map, the victorious side wins the match. (Continuing the example from above, if Player 1 beats Player 2 on Player 2's home turf map, Player 1 wins.)
2. After a set number of battles (which the host specifies during setup), the side further from its own home turf map (i.e., closer to the opposing side's home turf map) is declared the winner.

TUG OF WAR TROOPS

When one side beats the opposing side on a map, the victorious player (or team) gets to bring any **Leaders** and **Heroes** they earned with them to the next map. Each side gets to choose new starting troops from the **Reinforcements Screen** before continuing on to the next battle. All players' **Epoch** and **Tech Tree** progress is transferred to the next map, and the war resumes.

At any time during a match, a player may elect to **Retreat** (available on the **Pause** panel by pressing the **Escape** key). When a player **Retreats**, he resigns and enters **Observer Mode** and must wait for the current battle to finish before being allowed to enter the **Reinforcement Screen**. The player can then choose new forces at the same time as the other players and will be eligible to enter the next map and play as normal.

TUG OF WAR HANDICAP

In a **Tug of War** game, players' handicaps also shift as the battle moves from map to map. All players start on the center map with a handicap of **Good** (i.e., no advantage or disadvantage for any player). When a player (or team) wins and the battle shifts to the next map, the losing side has their handicap adjusted down towards **Average**, making it easier to play and hold their own against their opponent, OR the winning side has their handicap adjusted up towards **Expert**, making it harder for them to win.

For example, let's say four players on two teams are playing a 5-map **Tug of War**. During the first battle, Team 1 beats Team 2 on the center map. When the battle moves one map closer to Team 2's home turf map, one of the two teams is chosen to have its handicap shifted. Let's say Team 1 is selected. Because Team 1 won the previous battle, one player on Team 1 has their handicap shifted up one to **Expert**, thus making it harder for Team 1 (and easier for Team 2) to win on the new map. Now let's assume Team 1 beats Team 2 again and the battle moves to Team 2's home turf. This time, Team 2 is randomly selected to have its handicap adjusted. One player on Team 2's handicap is shifted down to **Average** because they were the defeated team. This also makes it harder for Team 1 (and easier for Team 2) to win on the next map.

MULTIPLAYER AND SINGLE-PLAYER OPTIONS

In addition to the new game types, there are two new game setup options: **Asymmetrical Resources** and **Fealty Mode.**

ASYMMETRICAL RESOURCES

This new **Resource** option on the **Map** tab of the **Single-Player Skirmish** and **Multiplayer Setup** screens distributes resources unevenly across the map, even in the players' starting territories. Each player's starting territory will still be stocked with the basic resources (food, wood, stone and gold), but they may be strewn around the territory. Some territories may have more resources while others may have next to none. This makes some territories more strategically valuable than others.

FEALTY MODE

Fealty is a new gameplay play mode. **Fealty** allows a player to demand allegiance from another player by forcing him/her into a kind of locked alliance. When setting up a **Conquest**, **Capitols** or **Regicide** game, you may now choose one of the following play modes from a dropdown list: Normal, **Locked Teams**, **Sole Survivor** or **Fealty**.

A player can demand the fealty of other players or swear fealty to any player at any time during the game, unless he is already a **Vassal** (i.e., he has already sworn fealty to someone). Being a **Vassal** essentially means surrendering your chance to win the game in exchange for the opportunity to keep playing and help someone else win.

When playing in **Fealty Mode**, an **Offer/Demand Fealty** icon is displayed on the **Diplomacy Screen** in each player row next to the **Declare War** icon. To offer or demand fealty to/from Player B, click the **Offer/Demand Fealty** icon in the row corresponding to that player. A message is sent to Player B stating the offer or demand. When Player B goes to the **Diplomacy Screen**, he'll see the **Offer/Demand** Fealty icon has changed to show a pending offer or demand in the row of Player A (the player who sent the offer or demand). Player B can click the flashing icon and then accept or reject Player A's demand or offer. (If Player B does nothing, the demand or offer eventually times out, and play continues.)

If Player B rejects Player A's demand for fealty, play continues, and Player B gains a morale and fervor bonus versus Player A for several minutes. If Player B decides to swear fealty to Player A, he becomes Player A's **Vassal** for as long as Player A allows it, until Player A swears fealty to another player or until Player A loses the game. At the same time, Player A becomes Player B's **Lord**. Swearing fealty has the following consequences:

- A **Vassal** may only send tribute to and receive tribute from his Lord.
- A **Vassal** takes the diplomatic stance of his Lord with regard to every other player and cannot change those stances on his own.
- A **Vassal** cannot demand fealty from another player.
- A **Lord** shares control over all his **Vassals'** mobile military units (in co-op fashion) but not a **Vassal's** buildings or citizens.
- A **Lord** automatically receives 10% (a tithe) of all resources harvested by his **Vassals**.
- If a **Vassal** has previously gained a bonus from assimilating a Native Tribe, it is shared with his **Lord**, but a **Lord's** bonuses are not shared with the **Vassal**.
- At any time, a **Lord** can remove his **Vassal(s)** from the game. (For example, Player A may go to the **Diplomacy Screen** and click the **Execute Vassal** icon for Player B. Player B is thus defeated. As a result, Player A no longer has control over Player B's units.)
- All chat messages sent by a **Vassal** can be seen by his **Lord**.
- If a **Lord** wins the game, his **Vassals** are also victorious. (Note that Player B can still be defeated by other players in the standard way before Player A attains victory.)
- If the **Lord** is defeated, his **Vassals** are automatically released from bondage and become free players again.
- If a **Vassal's Lord** swears fealty to another player, the **Vassal** has the option of also swearing fealty or going back to being independent.

CUSTOM CIVILIZATIONS

Empire Earth II: The Art of Supremacy gives you the opportunity to create your own **Custom Civilization** and lead it to glory. To create your own **Custom Civilization**, click the **Civilization Editor** button on the **Main Screen**. This will take you to the **Civilization Editor** screen where you can:

1. Select the **Region** to which your civilization belongs from the dropdown lists. Your civilization will get the bonuses associated with the region you choose.
2. Select the two **Civilization Attributes** you want your civilization to have from the dropdown lists. (For example, you could choose **+25% Heavy Infantry** hit points and **+25% Fortress** hit points.)

3. Select the **Unique Units** available to your civilization. From the dropdown lists, choose the unique units you want to use for each set of epochs.
4. Choose which **Technologies** you want to have automatically researched for your civilization when you start a game in an epoch beyond **Epoch 1**.
5. Optionally, you can create a list of city and territory names to use for your civilization by typing a name in the text box and clicking the **Add** button.

Choosing the technologies to "auto-research" requires a little more explanation. If, for example, you start a game with your **Custom Civilization** in **Epoch 4,** six technologies each from **Epochs 1, 2 and 3** are automatically researched for you at the start of the game (since you would have had to perform this research to go up each **Epoch** if you had started in **Epoch 1**).

On the **Civilization Editor Screen**, you can choose which technologies will be automatically researched in this situation. Every technology within each **Epoch** is displayed on the **Civilization Editor Screen** (use the arrow buttons to see them all). To choose a technology to auto-research, simply click on that technology to select it. You may choose up to six (6) technologies in each **Epoch**. Right-click to de-select a selected technology. If you decide not to choose all six in an **Epoch**, random techs will be chosen for you in a game to make up the difference.

You will notice that some technologies are "grayed out" and not selectable. Grayed-out technologies will be researched for you automatically, regardless of the six technologies you choose. You essentially get grayed-out techs for free.

Click the **Save** button to save your **Custom Civilization.** You can also **Load** or **Delete** an existing **Custom Civ** or clear the fields on the screen by clicking the appropriate button.

In **Multiplayer**, the **Allow Custom Civs** checkbox MUST be selected (i.e., checked) on the **Game Setup Screen** if you want to allow **Custom Civilizations** in the game. Otherwise, you must choose a **Standard Civ**.

If allowed, **Custom Civs** appear below the **Standard Civs** in the **Civilization** dropdown list. In **Single-Player Skirmish** play, **Custom Civs** are always allowed.

CUSTOM QUICK-START FORCES

In addition to using the existing **Quick-Start** forces, you can create your own Custom Force with which to begin a **Quick-Start** game (see **Creating Custom Forces**, next page). When the host selects a starting force size (small, medium or large), you can go to the **Choose Forces** screen and, instead of choosing one of the pre-made forces, click the **Load Custom** button. This displays a list of the **Custom Forces** you previously created. When you choose a **Custom Force** from this list, the composition of the force is displayed for you to review. Click the **Accept** button to confirm your choice.

CREATING CUSTOM FORCES

To use a **Custom Force** in a **Quick-Start** game, you must create and save a force ahead of time. Click the **Starting Forces Editor** button on the **Main Screen**. This takes you to the Create Custom Quick-Start screen where you can build a **Custom Starting Force**.

On the screen, enter a name for the force you are creating in the upper-left text box. At the bottom of the screen are buttons that allow you to **Load** and **Save** a **Custom Force** and provide other options. The dropdown lists at the top of the screen allow you to choose an **Epoch**, **Civilization**, **Force Size** and **Type of Unit** to display.

- **Epoch –** Displays units and buildings from the selected Epoch. (A Quick-Start force can be used in any **Epoch**-see next page.)
- **Civilization –** The **Civilization** from which you will select your Quick-Start force's units and buildings.
- **Force Size –** Sets the size of your force, which controls how many units and buildings you are allowed to buy. (Choosing **Edit All** lets you edit all force sizes at once. When you create a small force in a game where a larger force size is required, you are given larger numbers of the units and buildings you selected.)
- **Type of Units –** Displays units of the type selected: **Land, Naval, Air or All.**

To create a **Quick-Start** force, click on the unit and building icons in the **Available Forces** list. (Click an icon multiple times to select multiple units or buildings.) The number on each icon in the **Available Forces** list is the cost of that unit or building. The points you have available to spend are displayed above the list. When you purchase a unit or building, it appears in the **Purchased Forces** list. Numbers on icons in this list refer to the quantity you have purchased. Click on an icon in the **Purchased Forces** list to remove it.

You'll note when you change **Epochs** that the list of units and buildings changes. Units and buildings you purchase for one **Epoch** will automatically upgrade (or downgrade) depending on the **Epoch** in which you start a **Quick-Start** game. Icons marked with a star represent a family of units. A family of units gives you a different unit and usually a different quantity depending on the **Epoch** in which you start a game. For example, in **Epoch 1**, you see the **Bow Men** family. The roll-over tool tip indicates that it is 1.25 **Bow Men** or 1 **Mounted Slinger** or 0.5 **Gun Tanks** and that you are buying in quantities of 4. So if you purchased one package, in **Epoch 1** you would receive 5 **Bow Men**, in **Epoch 2** you would get 4 **Mounted Slingers** and in **Epoch 11** you would get 2 **Gun Tanks**.

REINFORCEMENTS SCREEN

The **Reinforcements Screen** appears between scenarios in a campaign and allows you to select troops, resources and/or technologies to bring into the next scenario. The screen is similar to the **Quick-Start** screen, where you choose your forces before a skirmish, but also displays briefing information, including the scenario's objectives, history and hints. Icons depict the vailable reinforcements you can bring into the next scenario. Mousing over the icon will bring up a tool tip indicating how many of that item you will get. Normally, you will get to choose one of the displayed icons. However, depending on your performance during the previous scenario, you may be rewarded with additional choices.

NEW REGION AND CIVILIZATIONS

Empire Earth II: The Art of Supremacy adds two new **Western** civilizations: the **French** and the **Russians**. There is also an entire new **African Region** with two new civilizations: the **Maasai** and **Zulu**. All of the original civilizations have had their existing bonuses adjusted to blend with the bonuses available in the new **Custom Civilization** editor. Each region, including the new **African Region**, now specializes in a specific type of resource gathering as well. All the new civilizations are described below.

NEW WESTERN CIVILIZATIONS

The **Western Region** in *Empire Earth II: The Art of Supremacy* has two additional civilizations: the **French** and the **Russians**. These two new civilizations receive the same bonuses and powers as the other **Western** civs but have their own special abilities and unique units.

- **French** – The **French** attribute of **Aristocracy** provides privileges to all heavy mounted units, which as a result have more hit points. As a strong colonial power, **French** fortresses have additional hit points.
- **Russian** – For **Russians**, **Autocracy** is their attribute. The autocracy of Russia means factories and workshops cost less to construct. Additionally, light artillery units cause more damage.

FRENCH UNIQUE UNITS

Name: **Mangoneau**

Class: **Heavy Artillery**

Epochs: **1-5**

Produced at: **Workshop**

Description: A large, counterweight trebuchet capable of throwing massive projectiles with great force.

Name: **Cuirassiers**

Class: **Heavy Mounted**

Epochs: **6-10**

Produced at: **Stable**

Description: **Cuirassiers** are heavy mounted units consisting of a strong warhorse and a skilled rider wearing a helmet and a breastplate or "cuirass." Napoleon regarded **Cuirassiers** as the fist of his Grande Armée, as their size and power provided the knock-out punch in many battles.

Name: **Rafael D Stealth Fighter**

Class: **Fighter**

Epochs: **11-15**

Produced at: **Airport**

Description: The **French** designed, built and flew their own next generation fighter after pulling out of a joint European fighter project that did not fulfill their military needs. The **Rafael D** (for "discreet" or stealthy) is lightweight and sports a delta-canard aerodynamic design and built-in stealth technologies. Beyond "multi-role," The **Rafael D** is hailed as the first "omni-role" aircraft, capable of taking on differing combat missions simultaneously.

RUSSIAN UNIQUE UNITS

Name: **Varangian Warrior**

Class: **Heavy Infantry**

Epochs: **1-5**

Produced at: **Barracks**

Description: The **Varangians** were a tribe of Vikings who settled, conquered and eventually unified an area of Eastern Europe in what is now part of **Russia**.

Name: **Licorn Howitzer**

Class: **Light Artillery**

Epochs: **6-10**

Produced at: **Factory**

Description: Used extensively during the Napoleonic Wars, the **Licorn Howitzer** fires a massive 20-pound shot and was designed for use against infantry and cavalry.

Name: **T-90S Gun Missile Tank**

Class: **Heavy Mounted 2**

Epochs: **11-15**

Produced at: **Manufacturing Plant**

Description: The **T-90S Tank** is armed with a 125 mm cannon.

NEW AFRICAN REGION

As the birthplace of humanity, **Africa** also witnessed the birth of tribes. Citizens drop off more food, cumulative with other drop-off bonuses, to better feed their tribe. Units are trained more quickly at barracks due to tribal rivalries that stretch back millennia. When constructing a temple or fortress, two free houses are built and placed automatically in the same territory (if there's room for them). Finally, the **African** region gains a resistance bonus to enemy units attempting to capture any of its barracks.

- **Maasai** – The **Maasai** rely on their special attribute, the **Spears** of the Clan, to protect their villages. When **Maasai** males reach a certain age, they are inducted as a group into a tight-knit warrior class, with the spear being the traditional weapon. All **Maasai** light infantry inflict additional damage, and helicopters also cause increased damage.
- **Zulu** – The classic **Zulu** military formation is the powerful **Beast Horns**, a crescent-shaped arrangement of warriors that is ideal for attacking a heavily-defended area or engaging an enemy who has deadly area-effect weapons. The horns formation attempts to envelope the enemy while inimizing damage and maximizing firepower. In addition to being able to form troops into the special **Beast Horns** formation, **Zulu** heavy infantry in the **Beast Horns** formation do additional damage. **Zulu** heavy infantry also have more hit points.

AFRICAN REGIONAL POWERS

SPIRIT OF THE TRIBE (EPOCHS 1 – 5)

All of the player's units receive the fullest **Morale** (inflicting more damage) and **Fervor** bonus (taking less damage) as if all the player's territories had the maximum number of houses.

BAD VOUDON (EPOCHS 6 – 10)

All enemy units within any of the player's territories take periodic damage for the duration of the power.

WARRIOR HEART (EPOCHS 11 – 15)

When this power is activated, all units in any player-owned army are healed as if within a city's healing radius. The healing effect lasts for a period of time.

MAASAI UNIQUE UNITS

Name: **Morani Warriors**

Class: **Light Infantry**

Epochs: **1-5**

Produced at: **Barracks**

Description: All **Maasai** males are trained as warriors, called **Morani**, when they reach a certain age. The **Morani** are fearless fighters. They are traditionally armed with a spear, which can be thrown.

Name: **Laibon**

Class: **Priest**

Epochs: **6-10**

Produced at: **Temple**

Description: A **Laibon** is a medicine man and the central figure in the **Maasai** religious system. The **Laibon** are involved in shamanistic curing, along with divination and prophecy. The **Laibon** unit can be set to auto-convert OR auto-heal units in range, but not both at once.

Name: **Sirit Heavy Bomber**

Class: **Bomber**

Epochs: **11-15**

Produced at: **Airport**

Description: The group of warriors living together in a **Maasai Manyatta** (the warrior village) is referred to as a **"Sirit."** The **Sirit Heavy Bomber**, which takes its name from that tradition, has incendiary bombs and is heavily armored against AA guns.

ZULU UNIQUE UNITS

Name: **Iklwa Warrior**

Class: **Heavy Infantry 2**

Epochs: **1-5**

Produced at: **Barracks**

Description: An **Iklwa Warrior** is a heavy infantry melee unit armed with a broad-bladed spear called an **"Iklwa,"** which is designed for the cut-and-thrust techniques of close-quarters combat.

Name: **Inyanga Warrior**

Class: **Medic**

Epochs: **6-10**

Produced at: **University**

Description: The **Inyanga** were **Zulu** medicine men who provided other warriors going into battle with magic potions (often causing them to vomit), which made them more fierce in battle. The **Inyanga** warrior can be either a medicine man that can heal OR a warrior that fights with a spear. The player decides which behavior to use, medic or warrior, but not both at once.

Name: **Horns of the Impi**

Class: **Light Artillery 1**

Epochs: **11-15**

Produced at: **Factory**

Description: A light artillery piece that can fire pairs of deadly rockets. **"Impi"** was the word for the feared **Zulu** army under Shaka Zulu.

AFRICAN WONDERS

The **Maasai** and **Zulu** civilizations of the **African Region** have the following **Wonders** available to them:

- **Manyatta of the Warriors –** The traditional **Maasai Manyatta** was a village that all of the warriors of the tribe occupied, separate from the women, children and elders. Once this **Wonder** is built, it produces one **Light Infantry** unit every minute, and there is a chance each time that it will instead produce your civ's **Unique Unit** (for the **Epoch** you're in). These units cost no resources but do count against the population capacity (pop cap). It is available in **Epochs 1 –15.**
- **Market of Djenne – Djenne** is the oldest known city in sub-Saharan **Africa**, and its legendary market thrived due to its prime location along major trade routes. Once you construct the **Market of Djenne**, you receive gold from any player's successful market trade routes. In other words, each time any trade unit in the world completes a trade, the player owning this wonder earns a little gold. It is available in **Epochs 6 – 15.**
- **Sankore Institute –** Named for the University of **Sankore**–the original center of Islamic learning and book trade located in Timbuktu–this famed modern research facility increases the generation rate of tech points while it stands. It is available in **Epochs 11 – 15.**

HEROES

Since the days of hand-to-hand combat, great warriors who have distinguished themselves in battle have been hailed as **Heroes.** The courage and charisma of **Heroes** can rally those around them to fight more fiercely. In *Empire Earth II: The Art of Supremacy*, a **Hero** can rise from among your troops to inspire others in battle or even to lead your entire empire to glory.

Heroes have the following abilities:

- **Prowess in Battle –** a **Hero** inflicts additional damage in combat and has more hit points.
- **Leadership –** a **Hero** can form an army and increase its combat readiness.
- **Political Savvy –** a **Hero** can become the **S**upreme Leader of your civilization (see next page).

There are two ways a Hero can rise from your military ranks:

1. A **Hero** can rise from a class of units that performs extremely well on the battlefield. If a **Rock-Paper-Scissors (RPS)** class achieves enough kills, one existing member of that class becomes a **Hero.** For example, if you train archers (light infantry) and together your archers make enough kills, then one archer (selected at random) becomes a **Hero.** (Note: **Heroes** cannot rise from some **RPS** classes, such as ships or fixed-wing aircraft.)
2. A single military unit that performs extremely well on the battlefield can become a **Hero.** If a specific unit makes enough kills by itself, it becomes a **Hero**. For example, if a **Main Battle Tank** by itself kills a set number of enemies, it becomes a **Hero.**

When either of these conditions is met, you receive a **Hero**. You may have more than one **Hero** at once, but only one **Hero** per class is allowed at a time. (For example, you cannot have two archer **Heroes** at once.) A **Hero** can be easily identified by the banner flying over its head.

HEROES CAN FORM ARMIES

An **Army** is a formation of units led by a **Hero**. To form an **Army**, select a group of units that contains at least one **Hero** and click the **Form Army** button on the **Hero's** action panel in the unit interface. (There is a limit on how big an **Army** can be.) All units currently in an **Army** can be recognized by a star pattern under their feet. The **Army** will endure unless the **Hero** is killed, the other units in the **Army** are killed or the **Army** is disbanded by the player. To disband an **Army,** click the **Disband Army** button in the **Hero's** unit interface. **Armies** can only be formed with land units, not ships or aircraft. Helicopter **Heroes** can form **Armies**, but only with other helicopters.

Units in an **Army** receive the following bonuses from the **Hero**:

- **Units** of the same type as the **Hero** receive a damage bonus and a hit point bonus.
- **Units** of a different type than the **Hero** receive a smaller damage and hit point bonus.

Once an **Army** is formed, clicking on any unit in the **Army** selects the entire **Army**. You can also select the **Army** by selecting the **Hero** banner. You cannot select individual units in the Army unless you first disband it.

SUPREME LEADERS

If you earn a **Military**, **Economic** or **Imperial Crown**, you have the option of choosing the new benefit: **Supreme Leader**. When **Supreme Leader** is chosen, you may select one of your existing **Heroes** or **Leaders** (from a dropdown list that appears with the selection of the benefit) to become your civilization's Supreme Leader. The **Hero** or **Leader** you select is then transformed into a **Supreme Leader**.

The **Supreme Leader** can be garrisoned in any **Fortress** to give an empire-wide bonus to the appropriate units: citizens for **Economic**, military units for **Military**, priests/spies for **Imperial**. The bonus endures until the **Supreme Leader** is killed. Alternatively, the **Supreme Leader** can be used outside of a **Fortress** to provide a bonus to units within his radius of effect, which is stronger than the bonus of a regular **Leader** or **Hero**.

SUPREME LEADER BONUSES

Depending on the type of **Crown** you earn, your **Supreme Leader** provides the following bonuses to your civilization when garrisoned in a fortress:

ECONOMIC

- Civ-wide: faster gather rate.
- Local area near the **Supreme Leader**: even faster gather rate.

IMPERIAL

- Civ-wide: increase in priest conversion range/LOS and faster priest/spy power recharge rate.
- Local area: immunity to conversion and even faster priest/spy power recharge rate.

MILITARY

- Civ-wide: damage increase (i.e., all units do more damage).
- Local area: larger damage increase.

FLAG POWERS

Flag Powers are a new benefit added for *Empire Earth II: The Art of Supremacy*. They are awarded for excellence in productivity. When you produce enough units from one type of building, or produce units and research enough related technologies, you receive a **Flag** and its associated power as a reward. **Flags** can be earned in the following areas and provide the following benefits (to a specific building):

- **Naval Power (Dock) –** Lower cost/build time for military vessels.
- **Air Power (Airport or Hangar) –** Lower cost/build time for fixed-wing aircraft or helicopters.
- **Infantry Power (Barracks) –** Lower cost/build time for infantry units.
- **Mobile Power (Stable or Manufacturing Plant) –** Lower cost/build time for mounted units or tanks.
- **Machine Power (Workshop or Factory) –** Lower cost/build time for artillery units.
- **Cultural Power (University) –** Lower cost/build time for spies and an increase in the tech point gather rate.
- **Religious Power (Temple) –** Lower cost/build time for priests and an increase in the tech point gather rate.
- **Financial Power (Market/Dock) –** Lower cost/build time for trade units, and the trade route drop-off amount is doubled while the trade time is halved.

EARNING AND USING FLAG POWERS

You earn a **Flag Power** by producing enough units from one type of building or by researching some related technologies and producing a smaller number of those units. For example, let's say you train a bunch of infantry and research some infantry-related technologies. Once you cross a certain threshold of production, you are rewarded with the **Infantry Power Flag**.

A **Flag** appears over the most effective of the associated buildings (in this example, a **Barracks**) signifying that the building (and only that building) has the benefits of the **Flag Power**. Once a **Flag** is awarded, it is permanent until the building is captured, destroyed or given as tribute to another player (then the **Flag** disappears, and you must earn a new one).

You may have multiple different **Flags**, but never more than one **Flag** of the same kind. If a **Dock** has the **Naval Power Flag** on it, you cannot also have a **Financial Power Flag** on the same **Dock** (or vice-versa). If a building with a **Flag** is captured, the power is lost. The player who captured the building may earn a **Flag** unless they already have a **Flag** of that type. The player who lost the building must then earn a new Flag. Unlike **Crowns**, you can earn a **Flag** even if another player already has that type of **Flag**.

NATIVE TRIBES

Native Tribes are groups of people who live in the game world. You will come across **Native Tribes** as you explore the map. Unlike computer players, **Native Tribes** are not players trying to build an empire. They are just part of the world, going about their business and living their lives.

When you encounter a **Native Tribe** (by entering the territory in which the **Tribe** lives), a chat message tells you the name of the **Tribe** you've met, and the location of their **City Center** is revealed to you.

You can trade with, assimilate (i.e., ally with) and fight **Native Tribes** as you see fit. Both trading and assimilating provide you with benefits, which are described on the next page.

DIPLOMACY WITH NATIVE TRIBES

On the **Diplomacy Screen**, the **Native Tribes** tab is enabled after you encounter a **Tribe**, allowing you to interact diplomatically with the **Tribe** and any other **Tribes** you meet). In addition to displaying the **Tribe's** name and diplomatic stance towards you, you can **Assimilate** a **Tribe**, set your stance to the **Tribe** to **Neutral** or **Declare War** on the **Tribe** by clicking the appropriate button.

A **Status** column provides the following information about the **Tribe:**

- **Independent –** An independent **Tribe** is one that has not yet been assimilated by any player.
- **Assimilated by <Player> –** Indicates the **Tribe** has been assimilated by the specified player. If you have assimilated the Tribe, an icon is displayed to indicate what special power the Tribe has bestowed on you (see next page).
- **Berserk –** A berserk **Tribe** has lost its **City Center** and is seeking revenge on the player who captured or destroyed it.

ASSIMILATION OF NATIVE TRIBES

Assimilation is akin to forming an alliance with a player. When you assimilate a **Native Tribe**, the **Tribe** bestows upon you a special power.

To assimilate a **Tribe**, a player must share a territory border with the **Tribe** (except on islands maps), have a **Leader** or **Supreme Leader** unit in the **Tribe's** territory and successfully negotiate an alliance, which is accomplished in a similar fashion to proposing an alliance with a player. Click on the **Assimilate Tribe** button and select what tribute you want to offer to the **Tribe** to secure the alliance. The **Tribe** will take some time to mull over your roposal and may offer a counter proposal. A player can try to assimilate a hostile **Tribe** (if it has not already been assimilated by another player), but it will cost more to earn the Tribe's trust.

Once the player has entered an alliance with a **Native Tribe**, he or she automatically receives the territory the **Tribe** occupies (but not the **Tribe's** buildings or units). The player is also granted a special power from the Tribe, such as one of the following:

- **Fertility –** The pop cap of all player-owned city centers is increased.
- **Faith –** The Regional Power recharge time is decreased.
- **Migration –** The penalty for building in a foreign/unclaimed territory is reduced.
- **Herbs –** Units heal faster when garrisoned.
- **Traders** – Trade times are reduced.
- **Adobe –** Walls can be built for free and Tower upgrade times are reduced.
- **Determination –** Technologies are researched faster.
- **Warrior Spirit –** All infantry units are produced faster.
- **Scouting –** All mobile units have longer line of sight.
- **Community –** The drop-off bonus from houses is increased.

A **Tribe** must have a **City Center** in order to be assimilated and in order to bestow its special power. If the **Tribe's City Center** is captured or destroyed, the power is lost, and the **Tribe** can no longer be assimilated. If the player's **Leader** (or **Supreme Leader**) unit is killed or otherwise removed from the **Tribe's** territory, the **Tribe** will revert back to independent unless a new **Leader** is installed.

An assimilated **Tribe** takes on the diplomatic stance of its assimilator towards every other player (but remains neutral to the assimilator's allies). Any player that attacks an assimilated **Tribe** is automatically at war with the assimilator. In the case of unbreakable treaties, players cannot attack an assimilated **Tribe** if they are in an unbreakable treaty with the assimilator. No player can assimilate a **Tribe** that has already been assimilated by another player.

TRADING WITH NATIVE TRIBES

You may establish trade routes with a **Native Tribe** as if the **Tribe** were a regular player. Trading with a **Tribe** is very beneficial, as they are typically willing to give more than they get in return.

WAR WITH NATIVE TRIBES

If a player kills a unit or destroys a building belonging to a **Native Tribe**, or if a player constructs a building in a territory occupied by a **Tribe** he/she hasn't assimilated, then the **Tribe** automatically declares war on that player.

If a player destroys a **Tribe's City Center**, the remaining **Tribe** members go berserk and attempt to hunt down and kill the player's units.

A player can declare war against a Tribe by clicking the **Declare War** button on the **Native Tribes** tab on the **Diplomacy Screen**. Capturing a building from a **Native Tribe** provides a one-time influx of resources to the player. If a player totally wipes out a **Tribe**, the **Tribe** is removed from the map and the **Diplomacy Screen**, and its special power is lost for the remainder of the game.

NATIVE TRIBES - GAME SETUP

On the **Skirmish** and **Multiplayer** setup screens, you can select the number and type of **Native Tribes** you wish to have in the game. On the Advanced tab of the **Single-Player Skirmish** and **Multiplayer** lobby screens are three additional dropdown lists:

- **Amount –** Lets you choose how many **Native Tribes** are in the world: **None**, **Some** or **Many**.
- **Difficulty –** Lets you choose the difficulty of the **Native Tribes**, which affects how difficult they are to assimilate: **Easiest**, **Easier**, **Easy**, **Normal**, **Hard** or **Hardest**.
- **Force Size –** Lets you choose how large the **Native Tribes** are: **Small**, **Medium** or **Large**.

WAR PLANS – COMMANDING CONTROL GROUPS

In addition to making and sharing **War Plans** with other players, you can now use the **War Planner Screen** to assign move or attack-move orders to your **Control Groups**. (You make a **Control Group** by selecting units and then clicking an empty **Control Group** button in the upper left corner of the main screen or, alternatively, by clicking the CTRL + # hotkey combination, where # is any number 1 through 0 (10), to assign the selected units to one of the ten **Control Group** slots.)

On the **Options** tab of the **Full Screen Map**, there is now a **Control Groups** checkbox so you can choose whether or not to display your **Control Group** on the map. If this checkbox is checked, each of your **Control Groups** is displayed on the map as an icon. You can mouse over an icon to see the list of units in that **Control Group**. Click the icon or press its hotkey (1 – 0) to select the **Control Group**. Hold down the **Shift key** and press a **Control Group** number to select additional **Control Groups**.

Icons for each **Control Group** also appear on the **War Planner Screen's** unit interface. Clicking on one of these icons also selects that **Control Group**.

ISSUING ORDERS TO CONTROL GROUPS

Control Groups can be issued move or attack-move orders on the **War Planner Screen** in the following ways:

1. Select one or more **Control Groups**. Click the **Arrow button** and draw a path on the map. When you later click **Execute** (see next page), the selected **Control Group(s)** will go from the tail of the first arrow to the head of the last arrow drawn. If the group isn't currently at the tail-end of the arrow(s), it will move there first and then follow the specified path.
2. Select one or more **Control Groups**. Click on the **X** button and place it at a location on the map. When you later click **Execute**, the selected **Control Group(s)** will move to that location, choosing the most efficient path to get there.

3. Click on the icon for a **Control Group** and drag it over an **Arrow** or an **X** that's already on the map to add the **Control Group** to that **Arrow** or **X**. This can be done on your own **War Plan** or a plan sent to you by another player. (Note that the color of the **Arrow** or **X** need not be your player color.)

Control Groups that are attached to a war plan element will have a green or red "ghost" next to the war plan element. A green ghost indicates that the **Control Group** will use a regular **Move** to follow the war plan. A red ghost indicates the **Control Group** will perform an **Attack-Move**, instead. To switch between **Move** and **Attack-Move**, use the **Select Elements** tool and right-click on a **Control Group's** ghost.

When you receive a **War Plan** from another player, you can add **Control Groups** to the received **War Plan** in the same ways described above.

SAVING A WAR PLAN

You can create and save a **War Plan** for yourself. After you create a plan and assign your **Control Groups**, click the **Save War Plan** button. You can then execute your plan whenever you desire (see below).

EXECUTING ORDERS

Once you have sent, saved or accepted a **War Plan**, an **Execute** button will appear next to the **Create** button on the **War Planner Screen**. To have your **Control Groups** execute the **War Plan**, click the **Execute** button. Only your units (and not any other player's units) will carry out the **War Plan** when you click **Execute**, and your units won't carry out the plan until you click **Execute**. This lets you coordinate attacks with other players.

Note: If a **Control Group** is eliminated (e.g., all the units in it are killed) before you execute a **War Plan** it's a part of, that **Control Group** (obviously) can't participate in the plan. Bear this in mind and choose when to execute a **War Plan** wisely.

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